

# Maths Game

## Don't Roll a One

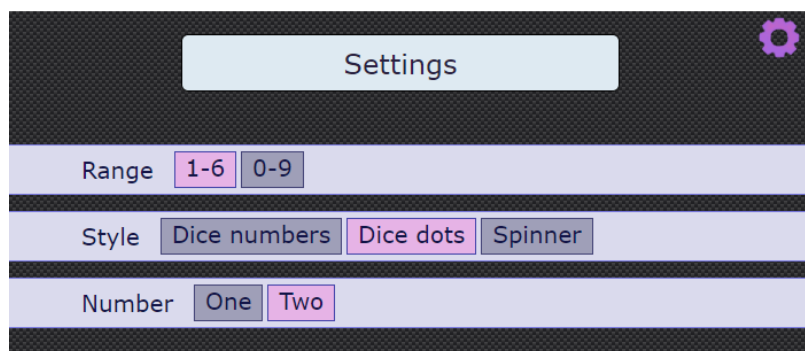
A game for 2 or more players

### You will need:

- Paper and pencil
- Two 1 – 6 dice

*If you don't have dice, you can use the website <https://nrich.maths.org/6717>*

*Use the cog setting in the top right hand corner to change the range to 1-6 and the number of dice to two.*



### Instructions

Choose a player to go first. Player 1 rolls the two dice as many times as they like, keeping track of the total as it grows. The aim is to reach an agreed total of 100.

While rolling the dice, you don't want to roll the number 1.

If a 1 is rolled on one of the dice, then the score for that turn is lost, and the player stays at the same banked total they had on their last turn.

If double 1 is rolled, the player's score is wiped out and their score goes back to zero.

A player can choose to bank their running total at any time and end their current turn. They write down the number they have reached as they will be adding to this on their next go.

Play then moves to the next person. The winner is the first person to reach 100.

For example, player 1 rolls the following:

- a 3 and a 4 and scores 7
  - a 5 and a 3 so adds 8 to the 7 giving them a score of 15
  - a 6 and a 6 so adds 12 to the 15 giving them a score of 27
- They then bank their score of 27 until their next go.

Player 2 rolls the following:

- a 5 and a 2 and scores 7
- a 1 and a 6 which means their score for this turn is 0 and play passes back to player 1 for their next turn.

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## Information for Parents/Carers

Try to encourage your child to calculate mentally during their turn. For younger children, provide them with objects to help count on with, such as coins, buttons or sweets. There is no right or wrong choice to make when deciding to make another roll of the dice, some children like a bit more risk than others! Ask them about the strategies they use when adding, for example, they might add 9 by adding 10 and taking one away, or add 12 by adding 10 and then another 2.

As a guide to the numbers to work with for your child:

**Reception:** Use one 1-6 dice with a target of 20.  
Rolling a 1 takes your score back to zero.

**Year One:** Use one 1-6 dice with a target of 50.  
Rolling a 1 takes your score back to zero.

**Year Two:** Use two 1-6 dice with a target of 100.  
Rolling a 1 loses the score for that turn.  
Rolling a double 1 takes the score back to zero.

**Year Three:** Use three 1-6 dice with a target of 500.  
Rolling a 1 loses the score for that turn.  
Rolling a double 1 takes the score back to zero.  
Rolling any other double adds 50 to the score.

**Year Four:** Use three 1-6 dice with a target of 1000.  
Rolling a 1 loses the score for that turn.  
Rolling a double 1 takes the score back to zero.  
Rolling any other double adds 100 to the score.

**Year Five:** Use two 1-6 dice with a target of 1000.  
Multiply the two dice to give the number to add to the running total.  
Rolling a 1 loses the score for that turn.  
Rolling a double 1 takes the score back to zero.  
Rolling any other double adds 100 to the score.

**Year Six:** Use two 1-6 dice with a target of 1000.  
Multiply the two dice to give the number to add to the running total.  
Rolling a 1 loses the score for that turn.  
Rolling a double 1 takes the score back to zero.  
Rolling any other double subtracts 100 from the score.